SONY

COMPUTER
ENTERTAINMENT

Dear Prospective Net Yaroze Member,

Thank you for your interest in Net Yaroze. We hope that you are ready to begin writing software for the world's leading next-generation video game console. If you know C language-programming basics, Sony Computer Entertainment has assembled the ideal development package just for you. In one affordable, comprehensive kit, you will receive the tools needed to work with the impressive Net Yaroze programming functions.

We do want you to know that Net Yaroze is not a toy. We expect that you have a reasonable understanding of development tools for the PC. Be sure that you have read the on-line FAQ on our web site, http://www.scea.sony.com/net.

Please be aware of two important offers that are available to Net Yaroze Members only at the time of applying for membership. Metrowerks is making CodeWarrior, their integrated development environment for the PlayStation that runs on the PC or Macintosh available for $149. (To develop Net Yaroze code with a Macintosh, you *must* purchase Code Warrior for PlayStation and obtain your own Mac-serial to DB-9 adapter.) Kinetix is providing special Net Yaroze member pricing on 3D Studio, Release 4 for DOS and Animator Pro for DOS at $499 and $199, respectively. Please see accompanying literature from both companies for details.

After we process your application and order, we will ship your system and *separately* mail your Net Yaroze web site access user ID and password. The Net Yaroze members-only web site is the exclusive area where members share their ideas, programming tips, and show of their completed works. You will see this area explode with outstanding examples of what can be done with Net Yaroze provided by other members, as well as SCE programmers. All member support is handled via this web site, with answers provided by other Net Yaroze members, as well as our PlayStation programming experts.
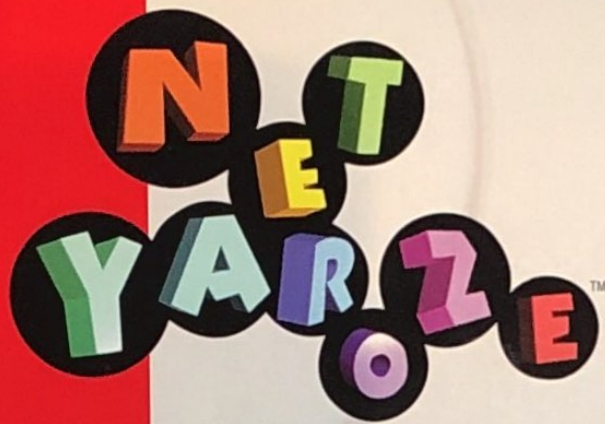
Please review the enclosed materials, fill out the forms completely, and get your order to us via mail today! Feel free to visit the Net Yaroze web site for up-to-date information.

Sincerely,

The Net Yaroze Team

Net Yaroze
PlayStation Software Development System

Attn. Programmers:

If you have what it takes to write killer PlayStation games, Net Yaroze is your system.

The first cost-effective console game development system, Net Yaroze allows you to write games on your PC, compile them, and download them to your special Net Yaroze PlayStation game console for testing and play.

The Net Yaroze kit provides all necessary hardware, software, and development tools to write your own games. Included PlayStation development libraries and utilities give you access to high-level 3-D, interface, and sound functions. With all of the provided tools, you might be producing final products within weeks!

Membership also gives you access to the exclusive Net Yaroze website, where you can find full technical support, or share tips and code with other members around the world.

The Net Yaroze system is not available in stores, only directly from Sony Computer Entertainment America. And, it's available *now*.

Interested? Read on for details.
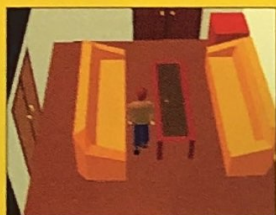
Screens from actual games
produced by Net Yaroze members

Membership Kit Contents:

Hardware:
- Net Yaroze PlayStation game console
- 2 controllers
- A/V television connection cable
- Access key
- Communication cable (computer to Net Yaroze PlayStation)
- Power cord

Software:
- GNU C compiler
- GNU linker
- GNU debugger
- Net Yaroze C programming libraries
- PlayStation math libraries
- High-level user-friendly 3-D rendering libraries
- PlayStation controller interface libraries
- Graphical file format conversion utilities
- 3-D object conversion utilities
- PlayStation boot disk with Net Yaroze run-time libraries

Documentation:
- Start-Up Guide
- User Guide
- Library Reference

Requirements:

Hardware:
- Color TV (for connection to Net Yaroze PlayStation)
- IBM® compatible PC, 486DX2 66 MHz CPU or faster
- DB-9 serial port (for downloading to Net Yaroze PlayStation)
- Modem for Net Yaroze website connection (28.8+ recommended)
- CD ROM drive
- Mouse
- Hard disk with at least 10MB free to set up basic development environment
- 4MB RAM or greater
- SVGA PC monitor

Software:
- MS DOS version 5 or later
- Windows® 3.1 or 95

See website for details regarding Macintosh® compatibility.

NOTE: Requires understanding of and experience with C programming.

To Become a Member:

Available by direct offer only from Sony Computer Entertainment America. Payment of $750 U.S. funds (plus applicable sales taxes and shipping & handling fees) in full in the form of Visa, MasterCard, money order, or cashier's check only.

For application procedures and further information, please go to the Net Yaroze website at www.scea.sony.com/net

SONY

COMPUTER ENTERTAINMENT

Order Form

SONY

COMPUTER ENTERTAINMENT

MEMBER NAME

ORDERING OPTIONS

See Registration Package For Details

If you wish to order more than one System, a separate License Agreement and Order Form must be submitted for each

OPTION 1 (PC)

☐ Net Yaroze Development System $750

All prices payable in US funds only
CA, NJ, IL, CT, GA — Add local sales tax
Shipping: Within the 48 mainland US States - add $19.95
Other US properties and Canada - add $34.95

TOTAL

OPTION 2 (PC or MAC)

☐ Net Yaroze System with CodeWarrior $899

All prices payable in US funds only
CA, NJ, IL, CT, GA — Add local sales tax
Shipping: Within the 48 mainland US States - add $19.95
Other US properties and Canada - add $34.95

TOTAL

PAYMENT INFORMATION

PAYMENT METHOD

VISA Card ☐   MasterCard ☐   Cashier's Check ☐   Money Order ☐

Sorry, Personal Checks Not Accepted

CARD NUMBER

EXPIRATION

CARDHOLDER SIGNATURE

NAME   If paying by credit card, enter name as it appears on the card.

COMPANY NAME   If Applicable

ADDRESS

APARTMENT OR SUITE

ADDRESS LINE 2

COUNTRY

CITY

STATE/PROVINCE

ZIP/POSTAL CODE

TELEPHONE   Daytime Number Required

TELEPHONE 2   Please specify (i.e. home, work, pager, cell phone)

SHIPPING INFORMATION

You may enter "SAME" in fields matching "Payment" Information

NAME

COMPANY NAME

SHIPPING ADDRESS (No PO Boxes)

APARTMENT OR SUITE

SHIPPING ADDRESS LINE 2

COUNTRY

CITY

STATE/PROVINCE

ZIP/POSTAL CODE

SCEA USE ONLY

ASSIGNED ID	INITIAL PASSWORD	R & D	ACCOUNTING	LEGAL

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NET YAROZE

Membership Application
and
License Agreement

SONY

COMPUTER ENTERTAINMENT

MEMBER INFORMATION

MEMBER NAME *		BIRTHDATE

PARENT OR GUARDIAN NAME If Member is under 18 years of age		RELATIONSHIP TO MEMBER

COMPANY NAME

STREET ADDRESS *		APARTMENT OR SUITE

ADDRESS LINE 2		COUNTRY *

CITY *	STATE/PROVINCE *	ZIP/POSTAL CODE *

DAYTIME TELEPHONE *	TELEPHONE 2 Please specify (i.e. home, work, pager, cell phone)

FAX	INTERNET PROVIDER

E-MAIL *	E-MAIL 2

COMPUTER SYSTEM INFORMATION

PROCESSOR

486 ☐   Pentium ☐   PowerPC ☐   Mac ☐   Other ☐ _____

3D GRAPHICS ACCELERATOR? Yes ☐   No ☐

MEMORY

8MB ☐   16MB ☐   32+MB ☐

INTERNET CONNECTION

14.4 ☐   28.8+ Modem ☐   ISDN ☐   Cable ☐   T1+ ☐

ADDITIONAL INFORMATION

SYSTEMS OWNED   Select all that apply

PlayStation ☐   N64 ☐   SNES ☐   Genesis ☐   Saturn ☐   Other ☐ _____

LANGUAGE/DEVELOPMENT ENVIRONMENT EXPERIENCE   Select all that apply

C ☐   C++ ☐   Basic ☐   Pascal ☐   Visual C++ ☐   Delphi ☐   Visual Basic ☐   GNU ☐

Other ☐ _____

SOFWTARE DEVELOPMENT EXPERIENCE   Select all that apply

PlayStation ☐   Windows ☐   DOS ☐   Mac ☐   N64 ☐   Saturn ☐   SNES ☐   Genesis ☐

C64 ☐   Atari 8-bit ☐   Atari ST ☐   Amiga ☐   UNIX ☐   Other ☐ _____

Required Information

SCEA USE ONLY

ASSIGNED ID	INITIAL PASSWORD	R & D	ACCOUNTING	LEGAL

PLEASE REVIEW THE FOLLOWING TERMS AND CONDITIONS CAREFULLY BEFORE SIGNING AND RETURNING THIS MEMBERSHIP AND LICENSE AGREEMENT. BY SIGNING AND RETURNING THIS MEMBERSHIP AND LICENSE AGREEMENT AND TENDERING PAYMENT, YOU INDICATE THAT YOU UNDERSTAND, ACCEPT AND AGREE TO BE BOUND BY THE FOLLOWING TERMS AND CONDITIONS. THIS IS A LEGAL AGREEMENT WHICH BINDS YOU IF SCEA ACCEPTS YOUR PAYMENT AND PROVIDES A CONSOLE AND DEVELOPMENT TOOLS TO YOU. IF YOU ARE UNDER EIGHTEEN YEARS OF AGE, YOUR PARENT OR GUARDIAN MUST REVIEW AND SIGN THIS AGREEMENT.

1. Definitions.

1.1 "Agreement" means this Net Yaroze Membership and License Agreement.

1.2 "Console" means the black PlayStation console purchased by the Member under this Agreement.

1.3 "Development Tools" means the Hardware Tools and the Software Tools.

1.4 "Hardware Tools" means the equipment (such as the cable, the boot CD and access card) licensed under this Agreement and used by the Member to execute -- on the Console -- the PlayStation Format Software stored in the Host Computer.

1.5 "Host Computer" means the Member's personal computer which meets or exceeds the specifications set forth in the accompanying materials.

1.6 "License Fee" means the sum to be paid by Member to SCEA, as established and as may be modified by SCEA from time to time, as a condition to delivery of the Development Tools and the Member's Console to Member.

1.7 "Member" or "You" means an individual residing in the United States or Canada who has consented to the terms of this Agreement and has paid the License Fee and any Membership Fee.

1.8 "Membership Fee" means a periodic fee which may be established by SCEA beginning on April 1, 1998 for access to the Yaroze Server.

1.9 "Net Yaroze" means the membership organization operated by SCEA to facilitate communication and information sharing among Members.

1.10 "PlayStation Format Software" means the executable files created from the Member's PlayStation Format Source Code.

1.11 "PlayStation Format Source Code" means source code written by the Member which, through use of the Software Tools and Hardware Tools, is displayed as PlayStation Format Software through the Console.

1.12 "SCEA" means Sony Computer Entertainment America Inc.

1.13 "Software Tools" means the software and associated documentation that are provided to and licensed to the Member under this Agreement, including updates, supplements and new versions which may be provided by SCEA from time to time.

1.14 "Third Party Development Tools" means any SCEA-approved third party software tools which may be used in conjunction with the Development Tools and Console and which are supplied to the Member by SCEA or such third party at the Member's request.

1.15 "Yaroze Server" means the server operated by SCEA for Member support and exchange of information.

1.16 "Yaroze Server Rules" means the rules set forth in section 7 below, and such other rules as SCEA may reasonably institute for the use of the Yaroze Server.

2. Grant of Rights and Reserved Rights. Subject to the terms and conditions of this Agreement, SCEA grants You the nonexclusive, nontransferable right and license to (a) install one copy of the Software Tools on the Host Computer and (b) use the Development Tools to create PlayStation Format Software.

2.1 You grant to SCEA the nonexclusive, worldwide right and license (a) for publicity and promotional purposes only and in any and all media, to use, reproduce, display and distribute portions of any of the PlayStation Format Software that You create and (b) to post all or part of the PlayStation Format Software that You create on SCEA's Yaroze Server and/or similar Yaroze Servers maintained in Europe and Japan.

2.2 All use of Third Party Development Tools is governed by any license terms included within the packaging for the Third Party Development Tools.

2.3 SCEA reserves all rights not expressly granted in this Agreement.

2.4 Additionally, SCEA reserves the right:

2.4.1 To reject any application for Membership.

2.4.2 To institute and charge a Membership Fee, and/or to charge for any upgrades or enhancements to the Development Tools and/or the Console that, in its sole discretion, it may make available.

2.4.3 To institute reasonable additional terms and conditions of membership and access to the Yaroze Server.

2.4.4 To limit or withhold access to the Yaroze Server if You violate any of the terms and conditions of this Agreement.

2.4.5 To delete, copy or move software and/or other information that You post on the Yaroze Server.

2.4.6 To suspend the operation of the Yaroze Server at any time for maintenance, inspection, upgrades, or as a result of any event beyond SCEA's reasonable control.

2.4.7 To discontinue the operation of the Yaroze Server and Net Yaroze, on and after April 1, 1998, for any reason or for no reason.

3. Restrictions. You shall not:

3.1 Decompile, disassemble, peel semiconductor components from, or otherwise reverse engineer or attempt to reverse engineer or derive source code from the Console and/or the Development Tools.

3.2 Transfer, license, rent, lease, modify or otherwise dispose of the Console and/or the Development Tools.

3.3 Use, reproduce, copy or display the Development Tools for any purpose other than to create PlayStation Format Software.

3.4 Use, reproduce, copy or display the Development Tools for any unlawful purpose, or to violate any laws, ordinances or regulations.

3.5 Infringe on the copyright or other intellectual property rights of SCEA or any other party.

3.6 Violate the right to privacy or the right of publicity of SCEA or any other party.

3.7 In connection with Net Yaroze, engage in conduct which SCEA judges in its discretion to be inappropriate including, but not limited to, the use of obscene language, conduct which is sexually explicit, conduct which depicts intoxication or substance abuse, or conduct which reflects adversely on the name, reputation or goodwill of SCEA or its affiliates.

3.8 Disseminate, distribute, publish, sell or license Your or any Member's PlayStation Format Software without the advance written consent of SCEA. You may, however, post PlayStation Format Software on the Yaroze Server.

4. Affirmative Obligations of Members. The Net Yaroze program is designed to enable individuals -- as opposed to corporations or licensed commercial developers and/or publishers -- to create PlayStation Format Software for personal use, to present to SCEA and, through the Yaroze Server, for the enjoyment of other Net Yaroze Members. Accordingly, You promise SCEA that You are an individual and that You are not a corporation, a licensed commercial developer and/or publisher. Additionally, You promise that you shall:

4.1 Be responsible for the Host Computer, Your modem and for all costs associated with connection to the Yaroze Server.

4.2 Maintain the Development Tools in good condition.

4.3 Actively participate in Net Yaroze and, when posting information on or transmitting information through the Yaroze Server, shall comply with the Yaroze Server Rules.

4.4 If You are under the age of eighteen, review this Membership and License Agreement with, and have this Membership and License Agreement signed by, your parent or guardian.

4.5 Upon request, provide SCEA with a copy of any PlayStation Format Software that You create.

4.6 Promptly notify SCEA of any bugs or errors that You discover in the Software Tools. The information contained in any such notification shall become the property of SCEA. SCEA shall make reasonable efforts to correct, but is not obligated to correct, such bugs or errors.

4.7 Promptly notify SCEA of any change of address, telephone number or e-mail address.

5. Ownership.

5.1 All title to, patent rights in, copyrights to and trademarks associated with, the Development Tools (including, but not limited to, any images, photographs, animations, video, audio, music, text and applets, incorporated into any of the Development Tools) and any accompanying printed materials are owned by SCEA or its suppliers. You agree not to alter or remove any detail of ownership, copyright, trademark or other proprietary right connected with the Development Tools or the Console.

5.2 You own the copyright in any PlayStation Format Source Code that You create; however, Your use of the Development Tools to create PlayStation Format Software is under the license granted in this Agreement. Accordingly, (i) You gain no right of ownership in any portion or derivative of the Development Tools used in, referenced by, accessed by or incorporated in the PlayStation Format Source Code that You create and (ii) at the bottom of the title screen of any PlayStation Format Software that You create, You must display the following legal text (with an appropriate modification to the year as SCEA may, in the future, request):

Portions © 1997, Sony Computer Entertainment Inc.

6. Access to the Yaroze Server

6.1 SCEA will provide You with a unique username and password to permit access to the Yaroze Server. Your access to the Yaroze Server shall be deleted upon termination or expiration of either this Agreement or membership.

6.2 You shall not allow any third party to use Your username or password, and shall not transfer, sell or dispose of Your username or password.

6.3 You shall keep Your password confidential, and shall notify SCEA promptly if You become aware that Your username and/or password are being used by any third party.

6.4 You shall at all times comply with the Yaroze Server Rules.

7. Yaroze Server Rules. In your use of the Yaroze Server you shall not

7.1 Publish or post material or information that (a) defames another, (b) infringes on the legal or intellectual property rights (including rights of privacy or publicity) of others, (c) is obscene or sexually explicit, (d) is racially or ethnically objectionable, (e) depicts intoxication or substance abuse, (f) reflects adversely on the name, reputation or goodwill of SCEA or its affiliates or (g) violates any law or regulation.

7.2 Use the Yaroze Server to threaten, harass, stalk, abuse or otherwise violate the legal rights of others.

7.3 Upload files that contain software or other material protected by intellectual property laws, rights of privacy or publicity, or any other applicable law unless you (a) own or control the rights to that software or other material or (b) have received all necessary consents to do so.

7.4 Upload files that contain a virus or corrupted information.

7.5 Delete any legal notice or author attribution in a file that you either upload or download.

7.6 Falsify the source or origin of software or other material contained in a file that you upload.

7.7 Purposely "lock up" the Yaroze Server or use the Yaroze Server in a manner that adversely affects the availability of its resources to other Members.

7.8 Use the Yaroze Server to post or transmit chain letters or pyramid schemes, or to advertise or offer to sell goods or services to other Members.

8. **WARRANTIES AND LIMITATION OF LIABILITY.**

8.1 LIMITED WARRANTY. SCEA warrants that the media containing the Software Tools and the Hardware Tools will be free from defects in materials and workmanship under normal use and service for a period of ninety (90) days from the date of receipt. The limited ninety (90) day warranty on the Console is subject to the terms, conditions, limitations and exclusions set forth on the warranty card enclosed with the Console. Some states and jurisdictions do not allow limitations on duration of an implied warranty, so the above limitation may not apply to You. To the extent allowed by applicable law, implied warranties on the Software Tools media and Hardware Tools, if any, are limited to ninety (90) days.

8.2 EXCLUSIVE REMEDY. SCEA's and its suppliers' entire liability and Your exclusive remedy shall be, at SCEA's option, either return of the License Fee or repair or replacement of the Software Tool media and/or the Hardware Tool that does not meet SCEA's Limited Warranty and which is returned to SCEA with a copy of Your receipt. This Limited Warranty is void if failure of the Software Tool or Hardware Tool has resulted from: (a) use with products not sold or licensed by SCEA (including, but not limited to, non-licensed game enhancement devices, adapters and power supply services, (b) use for commercial purposes (including rental), or modifications or tampering, (c) damage by negligence, accident, wear and tear, unreasonable use, or by other

causes unrelated to defective materials or workmanship; or (d) alteration, defacing or removal of the serial number. Any replacement Software Tool or Hardware Tool will be warranted for the remainder of the original warranty period or thirty (30) days, whichever is longer.

8.3 **NO OTHER WARRANTIES.** TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, SCEA AND ITS SUPPLIERS DISCLAIM ALL OTHER WARRANTIES, EITHER EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, WITH REGARD TO THE SOFTWARE TOOLS, HARDWARE TOOLS AND/OR YAROZE SERVER. THIS LIMITED WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS. YOU MAY HAVE OTHERS, WHICH VARY FROM STATE/JURISDICTION TO STATE/JURISDICTION.

8.4 **NO LIABILITY FOR CONSEQUENTIAL DAMAGES.** TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, IN NO EVENT SHALL SCEA OR ITS SUPPLIERS BE LIABLE FOR ANY SPECIAL, INCIDENTAL, INDIRECT OR CONSEQUENTIAL DAMAGES WHATSOEVER (INCLUDING, WITHOUT LIMITATION, DAMAGES FOR LOSS OF OR DAMAGE TO DATA ON THE HOST COMPUTER, DAMAGES CAUSED BY A VIRUS OR SOFTWARE OBTAINED FROM THE YAROZE SERVER, DAMAGES FOR LOSS OF BUSINESS PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS OR PERSONAL INFORMATION, OR ANY OTHER PECUNIARY LOSS) ARISING OUT OF THE USE OF OR INABILITY TO USE THE SOFTWARE TOOLS, THE HARDWARE TOOLS AND/OR THE YAROZE SERVER, EVEN IF SCEA HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. BECAUSE SOME STATES AND JURISDICTIONS DO NOT ALLOW THE EXCLUSION OR LIMITATION OF LIABILITY FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES, THE ABOVE LIMITATION MAY NOT APPLY TO YOU.

9. Termination of Membership. SCEA shall have the right to terminate this Agreement, without refund of the License Fee or Membership Fee, in the event that any of the promises that You made in this Agreement are not true, You violate any of the provisions of this Agreement and/or fail to pay the Membership Fee in a timely manner. In the event of termination, You shall promptly delete any copies or installed versions of the Software Tools and return the original Development Tools to SCEA. Even after termination, You shall continue to be bound by sections 2, 3, 5, 6, 7, 8, 9, 10, 11 and 12 of this Agreement.

10. Applicable Law. This Agreement shall be governed and construed in accordance with the laws of the State of California, excluding choice of law provisions, and of the United States of America. Any action or proceeding brought to enforce the terms of this Agreement or to resolve any dispute arising from this Agreement shall be brought in the courts of the San Mateo County, California (if under State law) or the Northern District of California (if under Federal law). If permitted under applicable law, you submit to the exclusive jurisdiction and venue of such courts for purposes of any such action.

11. Severability. In the event that any portion of this Agreement is determined by a court of competent jurisdiction to be invalid or otherwise unenforceable, the relevant portion shall be deemed to be deleted from this Agreement, while the remainder of this Agreement shall continue in full force and remain in effect according to its stated terms and conditions.

12. Entire Agreement. This Agreement, together with such rules as may be instituted in the future by SCEA and posted as such on the Yaroze Server, is the entire agreement between you and SCEA regarding the subject matter of this Membership and License Agreement.
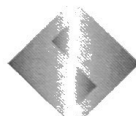
MEMBER

SIGNATURE

PRINTED

DATE

PARENT OR GUARDIAN

SIGNATURE

PRINTED

DATE

SONY

COMPUTER ENTERTAINMENT™

Sony Computer Entertainment America, Inc.
919 E. Hillsdale Blvd., Foster City, CA 94404

metrowerks

IMPORTANT NOTICE for ALL PROSPECTIVE NET YAROZE MEMBERS

* Save 50% on the only version of CodeWarrior® that will work with Net Yaroze™.
* Metrowerks CodeWarrior for Net Yaroze is required for all Macintosh-based developers.

Now that you are venturing into the world of 32-bit video game console programming, you will want the best development tools you can buy. Metrowerks is pleased to introduce CodeWarrior for Net Yaroze; the world's only GUI-based (Graphical User Interface) tools for Net Yaroze.

You will want to write efficient, optimum code as soon as possible without spending valuable time scrolling from line to line with a command-line compiler. Instead, you could be blazing through your code in a user-friendly environment that is complete with project windows, class browsers, visual editors and a drag-and-drop architecture. CodeWarrior for Net Yaroze runs on Windows 95/NT and Macintosh OS. (Please note that the Net Yaroze system requires CodeWarrior for all Macintosh installations. Also required is a Mac-serial-to-DB-9 connector available at any authorized Macintosh reseller.)

As a bonus to new Net Yaroze members, you can save 50% off the normal $299 manufacturer's retail price when you order CodeWarrior with your Net Yaroze Membership. That's only $149 for the most intuitive, easy-to-use development tool package available for Net Yaroze. Please check the offer in the enclosed flyer and you'll see why CodeWarrior is the best choice for Net Yaroze programming tools.

Happy coding,

Mark Couvillion

Mark Couvillion
Sales - CodeWarrior for PlayStation
Metrowerks Corporation
(512)873-4712

P.S. When you purchase CodeWarrior, you instantly become part of our family of over 65,000 registered CodeWarrior users in over 70 countries. Do it like the professional platform games developers do and use the same tools they use for fast, optimum, clean programming code. For more information, visit the Metrowerks Worldwide Web Site at *http://www.metrowerks.com/products/playstation/netyaroze/*.

metrowerks

Dear CodeWarriors,

Now that you are venturing into the world of 32-bit video game console programming, you will want the best development tools you can buy. Metrowerks is pleased to introduce CodeWarrior for Net Yaroze; the world's only GUI-based tools for Net Yaroze.

You will want to write more efficient, optimum code as soon as possible without spending valuable time scrolling from line to line with a command-line compiler. Instead, you could be blazing through your code in a user-friendly environment that is complete with project windows, class browsers, visual editors and a drag-and-drop architecture. CodeWarrior for Net Yaroze runs on Windows 95/NT and Macintosh OS.

As a bonus to new Net Yaroze members, you can save 50% off of the normal $299 manufacturer's retail price when you order CodeWarrior with your Net Yaroze Membership. That's only $149 for the most intuitive, easy-to-use development tool package available for Net Yaroze. Please check the offer in the enclosed flyer and you'll see why CodeWarrior is the best choice for Net Yaroze programming tools.

Sincerely,

Andy Price
Metrowerks Corporation
512 873-4742
price@metrowerks.com

P.S. When you purchase CodeWarrior, you instantly become part of our family of over 100,000 registered CodeWarrior users in over 70 countries. Do it like the professional platform games developers do and use the same tools they use for fast, optimum, clean, programming code. For more information, visit the Metrowerks Worldwide Web Site at *http://www.metrowerks.com*.

AWARD-WINNING CODEWARRIOR IDE

CONFIGURE AND MANAGE MULTIPLE BUILD CONFIGURATIONS

The project manager allows you to configure and manage multiple build configurations. The CodeWarrior IDE project improves on the functionality provided by a makefile in traditional command line tools; you can create projects, sub-projects, and "targets." The project includes source code files and applicable libraries, and it manages all the interdependencies among files automatically, storing the settings for compiler and linker options in the project.

TOOLS TO SUIT YOUR WORKING STYLE

The CodeWarrior browser gives you a variety of tools to suit your working style. You decide what code is important to view, and the browser takes you to that code quickly and easily. The IDE's browser provides interactive windows to intuitively navigate among routines, data structures, variables, and classes.

STATE-OF-THE-ART DEBUGGER

The state-of-the-art CodeWarrior debugger provides the power to evaluate structures and complex expressions in the debugger. You can use the debugger to execute your program one statement at a time, suspend execution when control reaches a specified point, or interrupt the program when it changes the value of a designated memory location. When the debugger stops a program, you can view the chain of function calls, examine and change the values of variables, and inspect the contents of the processor's registers. The debugger also displays mixed source and assembly code.

FAST, OPTIMIZED COMPILER

The CodeWarrior C MIPS compiler produces fast, optimized code. The C compiler is ANSI C compliant, and both function-level and inline MIPS® assembly is supported within the C source file. Also, easy migration of assembly files from the SDevTC development systems is provided to you by the ASMPSX-compatible assembler. The compiler and linker support ELF/DWARF file formats.

SPECIFICATIONS

Languages
C

Host Operating Systems
Windows 95®/NT® and Mac® OS

CodeWarrior Features
- Award-winning Integrated Development Environment (IDE)
- Error Management in the IDE - edit errors directly in the message window
- Debugging library for PlayStation™ applications with support for file I/O
- Support in debugger for source, assembly or mixed source/assembly
- Support of variable values, registers, and memory range in debugger's pop-up windows
- Project manager with easy-to-use GUI
- GTE register display support
- One hardware watchpoint supported
- Batch download capability
- Floating point emulation support in compiler
- Linker dead-strips unused library functions
- Support for function level and in-line assembly for MIPS Compiler
- C Compiler is ANSI/ISO C compliant for Windows and NIST Certified ANSI C for Mac OS

Other Features
- Online help and documentation
- Free technical support for the CodeWarrior IDE with registration
- 30-day money-back guarantee (in the US and through participating international distributors)

Minimum Requirements

Windows
- 486 processor or higher or Pentium® processor or higher
- 16 MB RAM minimum, 32 MB RAM recommended
- CD-ROM for installation
- 60 MB hard disk space
- RS-232 compliant serial port
- Windows 95 or Windows NT 4.0

Macintosh
- PowerPC™ 601 processor or higher
- 16 MB RAM minimum, 32 MB RAM recommended
- CD-ROM for installation
- 60 MB hard disk space
- RS-232 compliant serial port
- System 7.1 or later

FOR MORE INFORMATION, CONTACT METROWERKS

2201 Donley Drive, Suite 310 Austin, Texas 78758
email: info@metrowerks.com   **tel:** (512) 873-4700   **fax:** (512) 873-4900

Autodesk.

3D Studio

RELEASE 4

THE OPEN STANDARD FOR PROFESSIONAL-QUALITY 3D GRAPHICS AND ANIMATION

A true production studio for the desktop, Autodesk 3D Studio® software is a comprehensive environment for creating professional-quality 3D animations and high-resolution still images. Compatible with Animator Pro®, AutoCAD®, AutoVision™, and the Cyberspace Developer Kit software, and based on a highly extensible plug-in architecture, 3D Studio is supported by a rapidly expanding community of independent developers and can be precisely tailored to individual production needs.

3D MODELING

- 3D Studio software includes a full-featured 3D modeler with floating-point accuracy.
- Modeling tools include both B-spline patch and polygon mesh creation with control down to the vertex level in multiple viewports.
- 2D Bezier spline-creation tools include Lines, Curves, Arcs, Quads, Circles, Ellipses, Regular Polygons, and Freehand.
- 3D Studio reads and writes Adobe® Illustrator™ (AI) Bezier spline files, which can then be saved and loaded into other drawing packages. PostScript® (Type 1) and URW fonts can also be manipulated as spline entities.
- Powerful extrusion tools allow model construction from multiple spline cross sections interpolated along a 3D spline path.
- 3D objects can be precisely arrayed in linear and radial patterns.
- Objects can be modeled over raster bit maps for reference; background images and/or video-safe frames are observable in any viewport.
- Directly loads 3D AutoCAD .DXF™ files by Layer, Color, or Entity and exports .DXF files. ASCII file import and export are also supported.
- Spline-based model deformation tools include Twist, Fit, Scale, Teeter, and Bevel.

- B-spline patch and polygon mesh models can be automatically constructed from top, front, and side profiles.
- 3D Studio software supports 3D Boolean modeling for carving, drilling, and sculpting; and 2D Boolean operations for union, intersection, and subtraction of 2D profiles.
- Fast screen redraw options allow interactive control of complex scenes.
- 3D Studio provides texture-map alignment tools for precise map placement and scaling. Automatic texture-coordinate assignment for extruded objects and particles.
- B-spline patch and polygon mesh objects can be modified by using editing commands like Bend, Skew, and Taper. The Smoothing Groups feature provides additional control over how parts of objects will be rendered.
- An unlimited number of named cameras with real-time zoom, dolly, and field-of-view control can be used.
- Keyboard coordinate entry is supported.
- Project size is limited only by amount of available hard-disk space and/or memory.

MATERIALS EDITING

- 3D Studio software includes an extremely fast, 24-bit, interactive Materials Editor for creating and adjusting any surface material appearance (with alpha control and automatic NTSC color checking).

- Flat, Gouraud, Phong, and Metal shading are supported on material-by-material basis. Wireframe, a special shading attribute, allows the creation of texture-mapped wireframe materials.
- An extensive materials library is supplied. Multiple libraries can be created and modified with the Materials Editor.
- Face Mapping tool automatically fits bit maps to surface topology without assignment of mapping coordinates (for cube or icosahedron mapping, etc.).
- Color values and material map tinting can be controlled with RGB or HLS sliders.
- Multitexture, reflection, bump, opacity, specular, shininess, and self-illumination mapping can be combined with individual percentage contributions for deeply layered surface effects; all mapping types can be composited with associated masks for each type.
- Individual maps and masks can have their own texture-filtering settings plus specific UV scaling, offset, and rotation parameters; individual maps and masks can be created from either the bit map's RGB or alpha component.
- Animated mapping is supported for each type.
- Procedural textures are supported.
- Automatic environment mapping can be used to achieve realistic reflections.
- Sophisticated transparency and reflection-blurring controls are provided.
- An Image Browser Plug-In is provided to let you select maps and backgrounds from either thumbnail representations or keyword searches.

RENDERING

- Photorealistic rendering output is supported at 8, 16, 24, or 32 bits for still images or animations (including alpha channel for compositing).

- Rendering to screen and/or to files at any resolution is possible in both frame and field modes.
- Super Truecolor 64-bit computation provides superb color fidelity and gamma correction (for accurate colors on any output device).
- Workstation-quality analytical antialiasing is supported.
- 3D Studio software can render on a frame-by-frame basis across a network. Any supported, networked machine can either submit or process rendering jobs, and the network adapts to any change automatically.
- Network assignment can be automatic (to any available machine), or specific PCs can be assigned to handle particular processes.
- With a single product license, up to 9,999 networked machines can be used for rendering.
- Each networked machine has a unique name and identification number and generates a log file that can be viewed from any other machine.
- Network rendering can be output to local or server drives.
- Motion-blur, supported for both objects and scenes, has assignable shutter speed and blur amount.
- Layered fog, full-screen fog, and distance shading can be used for atmospheric effects.
- Fast color Preview renderer works in any camera viewport and allows interactive camera adjustments.
- An unlimited number of named spotlights with control of color, cone shape, and shadow-casting parameters can be used.
- Ray tracing provides crisp shadows in any size scene; omni lights and spotlights have controllable falloff over distance; individual objects can be excluded from any omni light or spotlight effect.
- Spotlights can be assigned to still or animated colored bit maps to simulate slide or film projectors; rectangular spotlight "barn door" effect can be used; spotlights can be rolled for animated rotating effects.

- Images can be saved in .GIF, .JPG, .TGA, .TIF, .BMP, and .EPS formats.
- Precise palette control over rendered images is provided with optional dithering and compression controls.
- Backgrounds for renderings can be solid colors, gradients, picture files, animations, or external procedures.
- Match Perspective to accurately render models over digitized photo backgrounds is supported.

ANIMATION
- 3D Studio software provides professional keyframing control over objects, cameras, and lights.
- The program offers extensive, spline-based, motion-path creation and controls, including automatic banking.
- True 3D inverse kinematics is supported with user-assignable joint parameters including limits, precedence, and damping.
- Inverse kinematics can be interactively keyframed or made to follow the motion of other objects in the scene.
- Surface materials can be morphed (e.g., transparent plastic morphs to solid metal).
- Fast, colored motion tests can be created with locked, frame-per-second playback control.
- Low- or high-resolution .FLC files for Animator Pro can be created or viewed. Numbered sequences of still images can also be rendered to disk.
- Full object hierarchies with independent-object pivot points are supported.
- Accurately imports DXF motion paths from AutoCAD software.
- Hierarchies can selectively inherit position, rotation, scale, squash, and stretch in any combination.
- Animation from libraries can be applied to any object.
- True 3D object metamorphosis and object instancing are supported.
- Ambient light, omni light, and spotlight characteristics can be animated.
- Camera and lights can be slaved to each other or to objects; camera position, field-of-view, and roll can be animated.

- Acceleration and deceleration can be controlled for visual ease-in/ease-out.
- BASIC-like keyframe scripting language offers a precise way to automate repetitive operations or to create algorithmic or data-driven animations.

POSTPRODUCTION
- Video Post feature allows compositing of unlimited layers of images and animations with precise alpha control.
- Full time-line control is supported with transition effects such as fade-in, fade-out, and user-customizable transitions.
- Entire 3D "movies" can be edited inside the program for first-generation final presentations (to video or .FLC format).
- Multiple image-processing effects can be invoked for each frame.

3D STUDIO PLUG-IN SUPPORT
The open architecture of 3D Studio allows for the use of IPAS Plug-Ins, which support advanced modeling, animation, image-processing, procedural textures, and bit-map functions. Particle systems, ripples, skeletal animation, image filters, and motion capture are but a few of the hundreds of 3D Studio Plug-Ins available from independent software vendors. A 3D Studio Plug-In Developer Kit is also available separately from Autodesk. For more information, consult your Authorized Autodesk Multimedia Dealer or the Autodesk Multimedia Forum (GO ASOFT) on CompuServe®.

THE WORLD-CREATING TOOLKIT® ON CD-ROM
3D Studio ships with the World-Creating Toolkit® containing more than 500MB of prebuilt objects, textures, and backgrounds, royalty-free.

BOX CONTENTS
Contents include 1.44MB disks, *Reference Manual*, *Tutorial Guide* (including over 20 tutorials), *Installation Guide*, *Advanced User Guide*, *New Features*, and the World-Creating Toolkit for 3D Studio on CD-ROM.

SYSTEM REQUIREMENTS
- IBM® or COMPAQ® 386/486/Pentium®-based computers or 100 percent compatibles
- MS-DOS® 3.3 or later
- 8MB RAM
- Hard disk with 20MB of available free space
- Intel® math coprocessor
- Super VGA display device (at least 640 x 480 x 256 colors)
- Pointing device (Microsoft®-compatible mouse, SummaSketch®-compatible digitizing tablet, or Autodesk Device Interface™ [ADI®] pointing device)

OPTIONAL
- Targa®-compatible display (e.g., Truevision)
- ADI-compatible displays
- ADI-compatible printing devices
- ADI-compatible VTR controllers (e.g., Sony EVO 9650 or LVR 3000)
- CD-ROM drive
- LAN software and cabling

For the location of the Authorized Autodesk Multimedia Dealer nearest you, call 800-879-4233. Outside the US and Canada, fax your request for information to 415-507-6117 (Asia/Pacific); 415-507-6110 (Latin America); or +41-22-788-21-44 (Europe). For more-detailed communications about Autodesk and its products and services, browse our World Wide Web site at http://www.autodesk.com.

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OVER 425 READY-TO-USE TEXTURES AND BACKGROUNDS

ON CD-ROM

Texture Universe™

TEXTURES FOR ALL YOUR DESIGN NEEDS

Texture Universe™ is an extensive collection of ready-to-use, digitized software textures and backgrounds on CD-ROM. This library is a perfect companion for any professional working in 3D computer graphics, and ideal for use with 3D Studio® and AutoVision™ software, and other compatible packages. All images are supplied royalty-free and ready to incorporate into your productions.
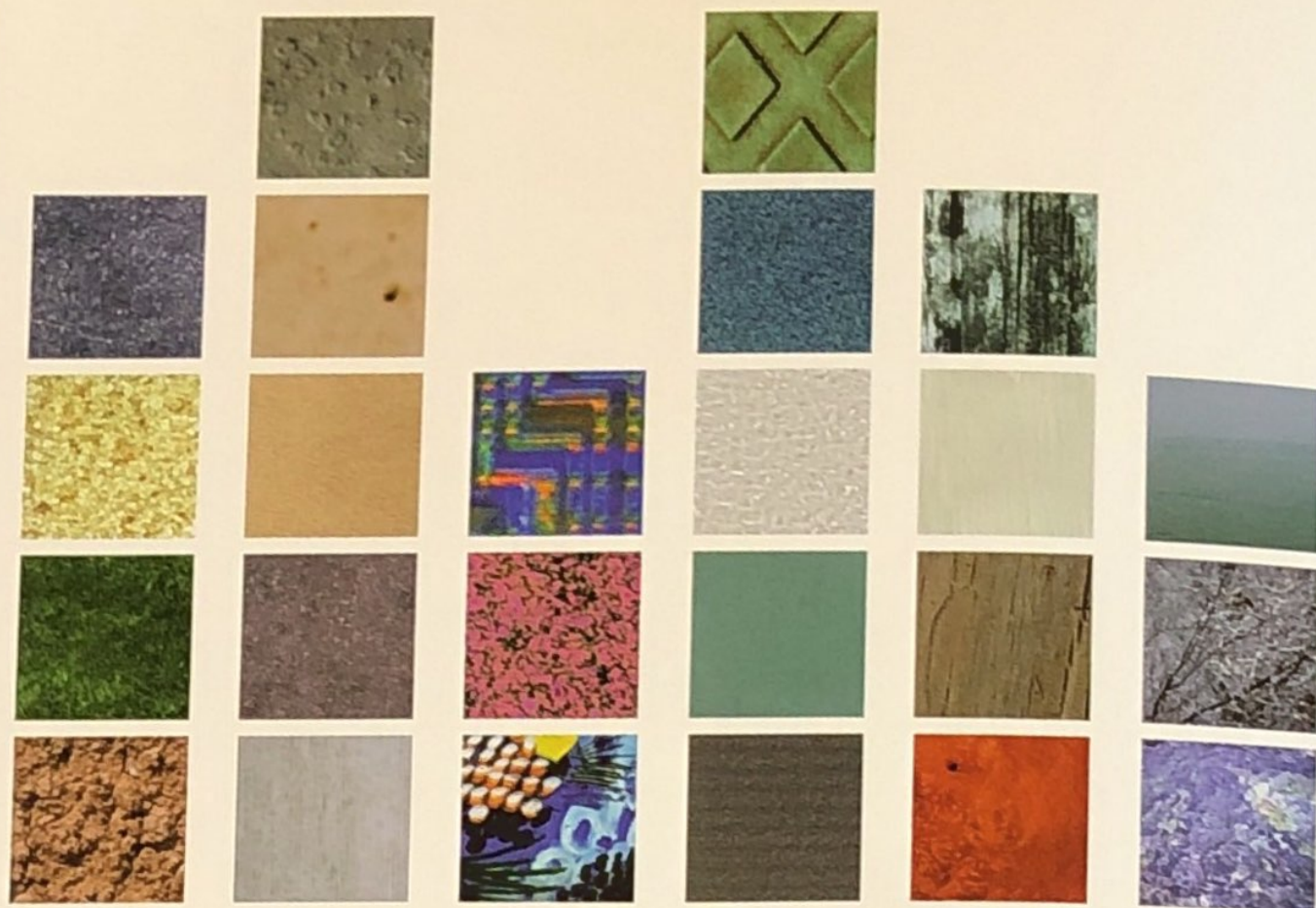
und cover **concrete** synthetic *plastic* wood *ice & water* sceni
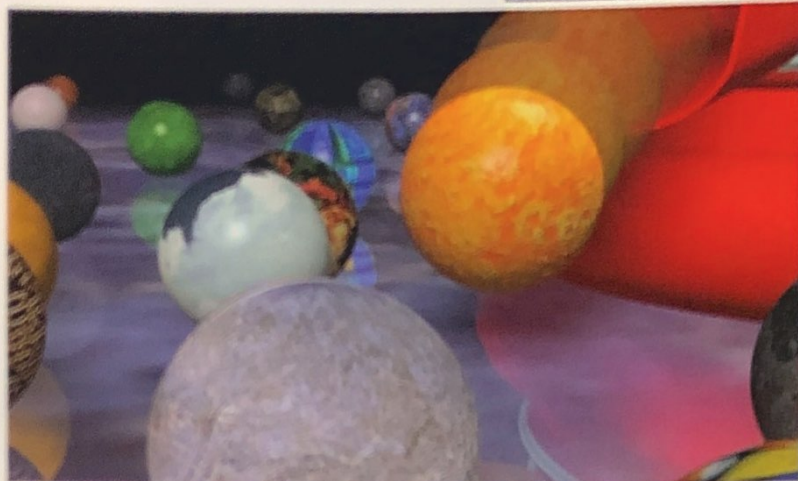
architecture signs paint metal organic animal skin fabric mineral

Texture Universe

ON CD-ROM

Textured gumballs as they roll from a gumball machine. Created with Texture Universe and 3D Studio software.

Texture Universe software offers more than 425 high-quality images that were created with the 3D artist in mind. This library also includes a variety of synthetic and organic textures, intriguing backgrounds, and many textures that can be tiled seamlessly onto large surfaces.

IMAGE BROWSER CAPABILITIES FOR 3D STUDIO* AND AUTOVISION SOFTWARE

In addition to textures and backgrounds, Texture Universe includes software utilities to help you quickly locate the images you need. An IPAS Image Browser utility makes it easy to preview and select textures while working in 3D Studio* software. Separate DOS and Windows™-based Browser utilities work with AutoVision software so you can choose textures without leaving your project. Texture Universe is also compatible with other paint and drawing packages that read Targa or GIF files.

TEXTURE CATEGORIES

Texture categories you'll find in this collection include:

- Animal Skins
- Architecture
- Concrete
- Fabric
- Ground Cover
- Ice and Water
- Metals
- Minerals
- Organic Matter
- Paint
- Plastics
- Scenic Views
- Signs
- Synthetic Patterns
- Wood

TEXTURE FORMATS

All textures are supplied in 24-bit TGA, 8-bit GIF and BMP file formats in high- (756 x 512) and low-resolution versions.

SYSTEM REQUIREMENTS

- CD-ROM drive
- 386/486/Pentium®-based computer with MS-DOS® 3.1 (or later) or Windows 3.1 (or later) to use the Windows or DOS Browser utilities
- Super VGA (strongly recommended)

For the location of the Authorized Autodesk Multimedia Dealer nearest you in the US and Canada, or to place a direct order, call **800-225-6106.**

Outside the US and Canada, fax your request for information to 415-491-8398 (Asia/Pacific), 415-491-8303 (Latin America) or 41-22-788-21-44 (Europe).

Autodesk.

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Multimedia Division
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San Rafael, CA 94903
USA
Other offices worldwide.

Autodesk.

RELEASE 4

THE OPEN STANDARD FOR PROFESSIONAL-QUALITY 3D GRAPHICS AND ANIMATION

3D Studio®

- Fast, workstation-quality rendering with network support

- Comprehensive materials creation and editing

- Flexible keyframing plus true 3D inverse kinematics and scripting

- Complete support for a world of 3D Studio Plug-Ins

Autodesk 3D Studio® Release 4 software is the comprehensive, market-leading graphics software you need for creating high-resolution 3D models, renderings, and animations on 386/486/Pentium®-based PCs. Production-tested 3D Studio provides the versatile, extensible features your work demands.

"3D Studio:
The Black and Decker of
world-building tools."

3D Studio software is ideal for producing animations for video production, producing designs, creating multimedia and educational presentations, reconstructing accident scenes for courtroom use, preparing high-resolution still images, and creating advanced architectural or engineering visualizations. Widely used by videographers, architects and engineers, trainers and educators, corporate presentation specialists, industrial designers, forensic animators, game developers, and a host of other creative professionals, 3D Studio has rapidly become the industry standard for 3D animation and graphics software for the PC.

Virtually anything you and your clients envision can be modeled and photorealistically rendered in 3D Studio. Or you can animate your work for digital delivery or recording to film, print, or videotape. Shaped by years of extensive user feedback and tailored to meet your demands, 3D Studio Release 4 provides the tools you need to build world-class animations and visualizations, plus extensive tutorials and context-sensitive Help.

"3D Studio renders like a workstation."

WORKSTATION-QUALITY RENDERING To help you produce rich, workstation-quality images, the robust rendering capabilities in 3D Studio Release 4 include 64-bit Super Truecolor computation, true analytical antialiasing, plus gamma and video color correction. Release 4 also delivers the fastest production-quality rendering on the PC.

With 3D Studio software, you can render across an entire network for no extra licensing fees. You can assign rendering jobs to specific processors or automatically distribute the rendering among all available machines. When you need to increase rendering capacity, simply add more PCs to the network.
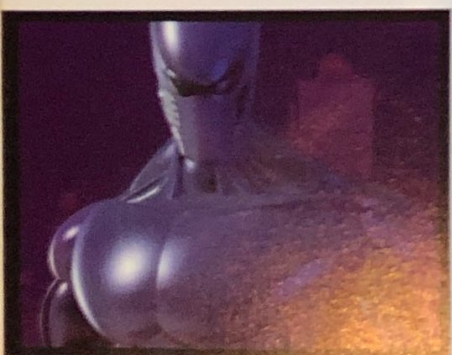
"Awesome modeling."

ADVANCED MODELING So popular has 3D Studio become for modeling that its file format (.3DS) is the de facto industry standard. 3D Studio software's modeling capabilities include both a comprehensive polygonal modeler and a powerful Shaper/Lofter combination. The Shaper lets you create 2D spline profiles—or load in external files like Adobe Illustrator or .DXF files. Any nonintersecting collection of 2D profiles can then be extruded in the 3D Studio Lofter. As well as extruding a set of shapes along a 3D spline path, the Lofter gives you additional control over options like capping, deformations, texture coordinate assignment, and beveling. Polygonal meshes can be created within 3D Studio or loaded in from the .DXF format. Powerful Boolean operations let you carve objects using other objects, while vertex-level editing tools give you the precise controls you need to make or modify 3D models. Fence-based selection tools and numerous display controls make the 3D Studio modeler the choice of working professionals.

"Every time I use the Materials Editor, I come up with a fresh look— even better than I had imagined."

COMPREHENSIVE MATERIALS EDITING 3D Studio software's comprehensive Materials Editor offers a wealth of options for visually developing how surfaces and solids appear. You can draw on state-of-the-art techniques for combining multiple bit maps to create layered textures, from the realistic to the exotic—from marble to the skin of an alien creature. In this highly interactive visual editor, you can produce stunning metallic surfaces and self-illuminated materials like neon—even textured and bumped wireframes.

"A rare crop of outstanding third-party add-ons."

Bruce Goren,
TV Technology magazine, March 1994

THE POWER OF CHOICE Because of 3D Studio software's open architecture, an active community of independent application developers are able to supply a comprehensive range of 3D Studio Plug-Ins that make the product even more powerful. For example, with optional 3D Studio Plug-Ins, you can customize your system to perform motion capture, flocking animation, skeletal animation, dynamics, skinning, and particle animation. No other 3D animation system gives you access to such rich developer resources.

A GROWING USER COMMUNITY 3D Studio boasts the largest installed base of any professional 3D animation software—so when you join this community, the numbers are on your side. What do they mean? Whether you are new to 3D Studio or a seasoned 3D artist, you will find books, instructional videos, or periodicals covering the topics that concern you. In many locations, 3D Studio user groups meet regularly, and by joining the Autodesk Multimedia Forum on CompuServe® (GO ASOFT), you can communicate directly with the developers of 3D Studio, with application developers, and with other users.

"The animation champion on the PC platform."

Bruce Goren, *TV Technology* magazine,
March 1994

FLEXIBLE KEYFRAMING—AND BEYOND Whether you animate with attitude, accuracy, or both, 3D Studio software has the tools to do the job. With the true 3D inverse kinematics in Release 4, you can intuitively choreograph characters and then tweak for personality using power keyframing tools. Send objects along 3D splines with automatic banking, or create a data-driven animation using the new keyframe scripting language. Precise morphing, motion-blur, and explode—they're all there.

3D Studio also has a time-line-based interface, Video Post, to add backgrounds, composite unlimited layers of images, and invoke image-processing functions. With full alpha-channel support, this popular 3D Studio feature lets you produce complete digital movies—including special effects, titles, and transitions.

**THE WORLD-CREATING TOOLKIT®
ON CD-ROM FOR 3D STUDIO**
The World-Creating Toolkit®,
which ships with 3D Studio,
provides more than 500MB of
prebuilt objects, meshes, fonts,
animations, and backgrounds, all
royalty-free. The Toolkit expe-
dites your work, reduces the
need to create everything from
scratch, catalyzes your creativity,
and saves you hundreds of hours
of production time.

SYSTEM REQUIREMENTS

- IBM®, COMPAQ®, or
compatible 386*/486*/ Pentium-
based computers or 100 percent
compatibles
- MS-DOS® 3.3 or later
- 8MB RAM
- 20MB of free hard-disk space
- Super VGA display device
(at least 640 x 480 x 256 colors)
- Pointing device (Microsoft®-
compatible mouse,
SummaSketch®-compatible
digitizing tablet, or Autodesk
Device Interface™ [ADI®]
pointing device)

*Intel or Intel-compatible math coprocessor required.

OPTIONAL

- Targa®-compatible display
(e.g., Truevision, Matrox)
- ADI-compatible displays
- ADI-compatible printing devices
- ADI-compatible VTR con-
trollers (e.g., Sony EVO 9650,
LVR 3000)
- CD-ROM drive
- LAN software

PUT AUTODESK SOFTWARE TO WORK FOR YOU TODAY

Autodesk develops, markets,
and supports a family of design
automation products that
include computer-aided design
and multimedia software for
personal computers and
workstations. Other Autodesk
multimedia products include
AutoVision™, Animator Pro®, the
Cyberspace Developer Kit,
and the Texture Universe™ on
CD-ROM. Compatible with
Animator Pro, AutoCAD, and
the Cyberspace Developer Kit,
3D Studio ships with extensive
documentation, sample files,
and device drivers for a wide
range of graphics cards. 3D
Studio can also write and read
numerous industry-standard
files, including Adobe®
Illustrator™ files.

Autodesk also provides one of
the finest support networks in
the desktop software industry.

**Registered and Strategic Developer
Programs** promote the best
application products by provid-
ing technical and marketing
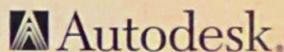assistance to qualified, indepen-
dent software developers.

**The Autodesk Multimedia Partner
Catalog** describes, categorizes,
and provides contacts for
3D Studio IPAS Plug-In appli-
cations, prebuilt models, and
textures, books, videos, and
tutorials.

Training and Support are avail-
able from Authorized Autodesk
Multimedia Dealers; Autodesk,
which offers direct-support
contracts; the Autodesk Multi-
media Forum on CompuServe;
and the Autodesk Education
Department, which has part-

nerships with education institu-
tions and coordinates numerous
training programs. There are
also more than 760 Autodesk
Training Center (ATC®) loca-
tions worldwide offering regular
classes on Autodesk products for
new and advanced users as well
as other learning resources. For
a referral to the ATC location
nearest you, call 800-964-6432.

TO LOCATE A DEALER

3D Studio and related appli-
cation software are sold and
supported through a network
of Authorized Autodesk
Multimedia Dealers. For the
location of the Dealer nearest
you in the United States and
Canada, please call 800-525-
2763. Fax your request for in-
formation for Asia/Pacific to
415-491-8398, for Europe to
+41-22-788-2144, and for Latin
America to 415-491-8303.

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01505-000000-6500

A special offer exclusively for *Net Yaroze*™ members:

So you've made the decision to get your new *Net Yaroze* game development system for the PlayStation™. Congratulations! All you need now is the right set of art tools and you'll be ready to create the next blockbuster title. You already know that in addition to game play, great games depend on great art. That's why Sony Computer Entertainment America has selected Kinetix, the multimedia division of Autodesk, as a *Net Yaroze* partner to offer members the top selling game content creation tools of all time; 3D Studio® Release 4, Animator Pro® and Texture Universe®. And it's no wonder – they're the perfect combination of 2D and 3D animation tools for the *Net Yaroze* development environment. Together, these production-proven products have already joined to create the art for more PlayStation titles than all other tools combined.

Awesome Savings

In cooperation with Sony, we're delighted to make these tools more affordable than ever – exclusively for members of the *Net Yaroze* program. We're making members an incredible offer – savings of nearly 70% off suggested retail prices! To qualify, just place your order at the same time as your *Net Yaroze* membership sign-up. Should you decide to order after sign-up, the savings are still outstanding – see the enclosed *Net Yaroze* Art Tools Offer member order form for all the details.

Low hardware requirements

3D Studio Release 4 and Animator Pro easily run on 486 DOS environments, giving you a fully-featured professional system on a budget. Even a 486 PC with a math coprocessor and as little as 8 megabytes of RAM can be a highly proficient production system.

Net Yaroze and 3D Studio - a solid career path

Your decision to join the *Net Yaroze* program and learn animation techniques is good for your career too – that's because 3D is the hottest category in high technology today. Learning to create games for the PlayStation with 3D Studio and Animator Pro puts you in the driver's seat for future opportunities in this exciting and expanding field. Check out the enclosed 3D Careers brochure for more information and a listing of additional resources.

Remember, for the greatest savings on your Kinetix art tools you must place your order simultaneously with your *Net Yaroze* purchase, so act now!

Happy animating,

Jeff Yates
Games and Interactive Market Manager
Kinetix, a division of Autodesk, Inc.

PS   You can't lose – when you're ready to migrate to the industry-acclaimed 3D Studio MAX™ for Windows, your 3D Studio serial number saves you a cool $1,000! For details, call 1-800-225-6106.

Net Yaroze™ Art Tools Offer from Kinetix - Q&A

Will 3D Studio and Animator Pro work with my hardware?

Probably. Both products are designed to run in an Intel-based DOS environment. The Apple Macintosh environment is not supported in any configuration. For detailed hardware requirements, see the product literature enclosed in the *Net Yaroze* application package.

3D Studio Release 4 utilizes custom display drivers for video display cards which are provided by Vibrant Graphics, Inc. A current listing of graphics cards with available 3D Studio drivers may be found on the web at; http://www.vibrant.com/products/ilcards.htm. If your video display card is not listed, you will likely have success by selecting a VESA-compatible setting. There are some Glint-based 3D accelerator cards which are supported, but they will not take advantage of any 3D acceleration functions. You may download the latest display drivers from the Vibrant Graphics web site at; http://www.vibrant.com/products/inline.htm. Kinetix or Vibrant do not provide technical support for these display drivers, and no warranties are made with respect to the compatibility of either product with any software video drivers provided or available. However, a document on troubleshooting video display problems is available at http://www.autodesk.com/support/techdocs/mm/fax917.htm.

The faster CPU clock speeds of the current generation of Intel processors can sometimes cause long delays upon starting 3D Studio Release 4 or when switching between modules. A software patch (fstCPUfx.exe) to correct this problem is available for downloading at http://www.ktx.com/javascript/downloads/downloads.htm. To apply the patch to 3D Studio, you make a backup copy of 3ds.exe and then run the executable from your 3DS root directory. If you do not experience this problem, there is no need to apply the patch.

Can these products operate as DOS applications under Windows 3.1 or Windows 95?

While Kinetix does not offer support for these configurations, many users have had success in using the applications in these environments. Due to the memory requirements of the various Windows-based operating systems however, this type of configuration may result in less than optimum application performance. A document detailing product usage with in Windows may be found at; http://www.autodesk.com/support/techdocs/mm/fax709.htm.

What is the future migration path for 3D Studio and Animator Pro?

Both 3D Studio Release 4 and Animator Pro Release 1.3 are considered 'mature' products by Kinetix. This means that no further research or development is occurring or planned. These products are offered to *Net Yaroze* members 'as is' with limited technical support as described below.

Starting with 3D Studio Release 4 and Animator Pro means that you accept a future direction towards our Windows NT and Windows 95 products such as 3D Studio MAX™ and Animator Studio®. Substantial discounts are available to those who migrate to these products from their DOS-based predecessors. In addition, migrations do not require the surrender of the previous product's license or registration. For more information on migration policies, please call Kinetix at 1-800-879-4233.

Is the 3DS file format 'open'?

Yes, but technical support for the format is no longer available nor offered. Kinetix does continue to sell the 3DS files toolkit as a 'legacy' product and there is a great deal of existing knowledge about the format and a number of shareware utilities for the format available. Be aware that the 3DS file format is not compatible with the current 3D Studio MAX 'MAX' file format. There are some limitations in transferring 3DS files into 3D Studio MAX and Kinetix makes no warranties with respect to the compatibility of the 3DS file format with more current releases of Kinetix products. The export of 3D Studio MAX files into the 3DS format also has limitations and is not supported.

What about 3D Studio R4 'IPAS' plug-ins? Can I write my own plug-ins?

Kinetix does not sell any IPAS plug-ins for 3D Studio Release 4. While independent vendors of plug-ins are now concentrating their efforts on extending 3D Studio MAX, most continue to offer their 3D Studio Release 4 versions for sale. You can find a listing of Release 4 plug-in vendors on the *Net Yaroze* member web site. These companies have been informed of the *Net Yaroze* program and many plan to offer special pricing to members, so be sure to identify yourself as a member when you contact these vendors. The IPAS plug-in developer toolkit is still available from Kinetix as a 'legacy' product, but it is not supported because it requires older versions of C compilers and linkers that are no longer generally available or supported.

What level of support can I expect for 3D Studio Release 4 and Animator Pro?

Support for these products is available from Kinetix (not by Sony) via the *Net Yaroze* member Web Site only. Support is limited to;

- user technical support only, not programming help,
- installation and configuration assistance, not 'technique' or use of features training,
- DOS version 3.3 or greater environments, not Windows 3.1, 95 or Windows NT environments.

There are a number of excellent third party resource materials available for 3D Studio Release 4 and Animator Pro users. A catalog listing many of these resources is inside every copy of 3D Studio and may also be made available on the *Net Yaroze* member web site.

Net Yaroze™ Art Tools Offer from Kinetix - Q&A

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Probably. Both products are designed to run in an Intel-based DOS environment. The Apple Macintosh environment is not supported in any configuration. For detailed hardware requirements, see the product literature enclosed in the *Net Yaroze* application package.

3D Studio Release 4 utilizes custom display drivers for video display cards which are provided by Vibrant Graphics, Inc. A current listing of graphics cards with available 3D Studio drivers may be found on the web at; http://www.vibrant.com/products/ilcards.htm. If your video display card is not listed, you will likely have success by selecting a VESA-compatible setting. There are some Glint-based 3D accelerator cards which are supported, but they will not take advantage of any 3D acceleration functions. You may download the latest display drivers from the Vibrant Graphics web site at; http://www.vibrant.com/products/inline.htm. Kinetix or Vibrant do not provide technical support for these display drivers, and no warranties are made with respect to the compatibility of either product with any software video drivers provided or available. However, a document on troubleshooting video display problems is available at http://www.autodesk.com/support/techdocs/mm/fax917.htm.

The faster CPU clock speeds of the current generation of Intel processors can sometimes cause long delays upon starting 3D Studio Release 4 or when switching between modules. A software patch (fstCPUfx.exe) to correct this problem is available for downloading at http://www.ktx.com/javascript/downloads/downloads.htm. To apply the patch to 3D Studio, you make a backup copy of 3ds.exe and then run the executable from your 3DS root directory. If you do not experience this problem, there is no need to apply the patch.

Can these products operate as DOS applications under Windows 3.1 or Windows 95?

While Kinetix does not offer support for these configurations, many users have had success in using the applications in these environments. Due to the memory requirements of the various Windows-based operating systems however, this type of configuration may result in less than optimum application performance. A document detailing product usage with in Windows may be found at; http://www.autodesk.com/support/techdocs/mm/fax709.htm.

What is the future migration path for 3D Studio and Animator Pro?

Both 3D Studio Release 4 and Animator Pro Release 1.3 are considered 'mature' products by Kinetix. This means that no further research or development is occurring or planned. These products are offered to *Net Yaroze* members 'as is' with limited technical support as described below.

Starting with 3D Studio Release 4 and Animator Pro means that you accept a future direction towards our Windows NT and Windows 95 products such as 3D Studio MAX™ and Animator Studio®. Substantial discounts are available to those who migrate to these products from their DOS-based predecessors. In addition, migrations do not require the surrender of the previous product's license or registration. For more information on migration policies, please call Kinetix at 1-800-879-4233.

Is the 3DS file format 'open'?

Yes, but technical support for the format is no longer available nor offered. Kinetix does continue to sell the 3DS files toolkit as a 'legacy' product and there is a great deal of existing knowledge about the format and a number of shareware utilities for the format available. Be aware that the 3DS file format is not compatible with the current 3D Studio MAX 'MAX' file format. There are some limitations in transferring 3DS files into 3D Studio MAX and Kinetix makes no warranties with respect to the compatibility of the 3DS file format with more current releases of Kinetix products. The export of 3D Studio MAX files into the 3DS format also has limitations and is not supported.

What about 3D Studio R4 'IPAS' plug-ins? Can I write my own plug-ins?

Kinetix does not sell any IPAS plug-ins for 3D Studio Release 4. While independent vendors of plug-ins are now concentrating their efforts on extending 3D Studio MAX, most continue to offer their 3D Studio Release 4 versions for sale. You can find a listing of Release 4 plug-in vendors on the *Net Yaroze* member web site. These companies have been informed of the *Net Yaroze* program and many plan to offer special pricing to members, so be sure to identify yourself as a member when you contact these vendors. The IPAS plug-in developer toolkit is still available from Kinetix as a 'legacy' product, but it is not supported because it requires older versions of C compilers and linkers that are no longer generally available or supported.

What level of support can I expect for 3D Studio Release 4 and Animator Pro?

Support for these products is available from Kinetix (not by Sony) via the *Net Yaroze* member Web Site only. Support is limited to;

- user technical support only, not programming help,
- installation and configuration assistance, not 'technique' or use of features training,
- DOS version 3.3 or greater environments, not Windows 3.1, 95 or Windows NT environments.

There are a number of excellent third party resource materials available for 3D Studio Release 4 and Animator Pro users. A catalog listing many of these resources is inside every copy of 3D Studio and may also be made available on the *Net Yaroze* member web site.

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MEMBER ORDER FORM

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San Rafael, CA 94965

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